

***Viewing and marking  
sound files***

SA-02-0988

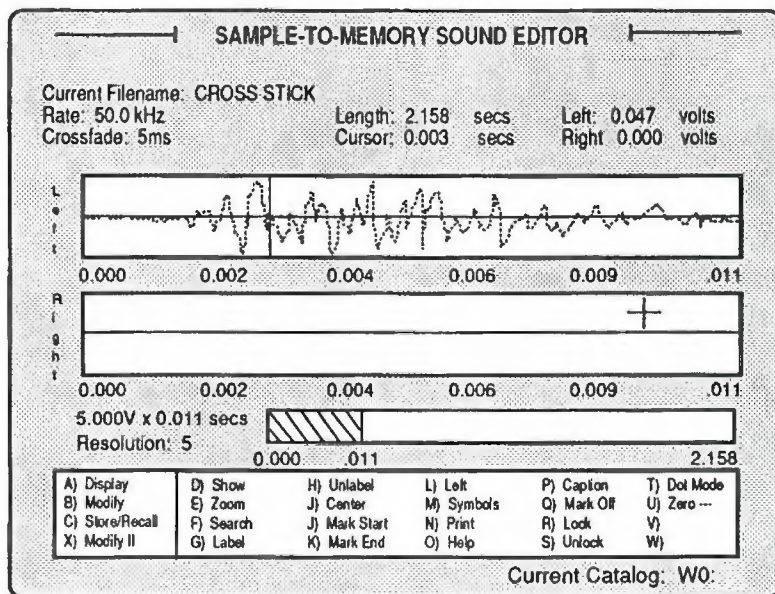
## ***Viewing a sound file***

You can view an entire sound file or any portion of it in the sound file windows in the middle of Sound File Editor. The zoom window below the sound file windows shows the portion of the sound file currently displayed.

### ***Current sound file information***

You can see the following information at the top of the Sound File Editor.

Current filename	The name of the sound file active on the keyboard or the first sound file on the partial timbre patch list.
Sound file caption	A longer title that describes the sound file more fully. Although the caption may contain up to 128 characters, only 42 are displayed.
Rate	The sampling rate used when the sound file was created.
Crossfade	The current default crossfade setting used with the CUT, PASTE, DELETE, FILL and LOOP commands.
Length	The duration of the sound file in seconds.
Cursor	The current sound file cursor position in seconds.
Left	The amplitude of the sound file's left channel at the current cursor position.
Right	The amplitude of the sound file's right channel at the current cursor position.



*Current sound file information*

## ***Viewing a sound file (con't)***

### ***View commands***

View commands, available from the Display menu, allow you to place different portions of the sound file in the sound file window.

<b>command</b>	<b>function</b>
I) CENTER	Places cursor and current location at center of sound file window.
R) LOCK and S) UNLOCK	Allows comparison of two mono sound files, one in each sound file window.
L) LEFT	Places cursor and current location at left side of sound file window.
F) SEARCH	Relocates cursor to first occurrence of specified voltage level.
D) SHOW	Relocates cursor to specified time or label.
E) ZOOM	Allows adjustment of horizontal and vertical scales.
N) PRINT	Prints a hardcopy of the Sound File Editor screen.
T) DOT MODE	Shows one dot for each sample or group of samples, depending on the scale.
U) ZERO ---	Shows a horizontal line through the middle of each sound file window.

## Display menu

A) Display	D) Show	H) Unlabel	L) Left	P) Caption	T) Dot Mode
B) Modify	E) Zoom	I) Center	M) Symbols	Q) Mark Off	U) Zero —
C) Store/Recall	F) Search	J) Mark Start	N) Print	R) Lock	V)
X) Modify II	G) Label	K) Mark End	O) Help	S) Unlock	W)

## ***Viewing a sound file (con't)***

### ***DOT MODE—Displaying individual sample points***

You can view a sound file in one of two modes. Switching between these modes does not alter the sound file, only the way it is displayed on the screen.

- **Line mode** connects sample points with a solid line.
- **Dot mode** shows one dot for each sample as long as the horizontal resolution is fine enough. At coarser resolutions, dot mode shows one dot for each group of samples.

You can toggle the Dot mode on and off.

- Select the DOT MODE command.

## ***ZERO—Indicating zero amplitude***

You can display a horizontal line that indicates an amplitude of zero volts in the middle of each sound file window. You can display a maximum amplitude of five volts above the zero line and five volts below the zero line.

You can toggle the zero line on and off.

- Select the ZERO command.

## ***Viewing a sound file (con't)***

### ***CENTER and LEFT—Moving the cursor position***

Use the **CENTER** command to redraw the sound file so that the current cursor position is in the center of the sound file window. If the cursor position cannot be centered (that is, if it is too close to the beginning or end of the file), the command is ignored.

Use the **LEFT** command to redraw the sound file so that the current cursor position is at the left of the sound file window.



## ***LOCK and UNLOCK—Comparing sound files***

You can compare two mono sound files by placing one in the upper window and the other in the lower window. Both sound files must have the same sampling rate.

1. Recall the sound file you want to place in the lower window.

The sound file appears in the upper sound file window temporarily.

2. Select the LOCK command from the Display menu.

The sound file appears in both windows.

3. Recall the second sound file.

The first sound file remains in the lower window, while the second appears in the upper window. If the sampling rate of the second sound file is different from the first, an error message appears.

The sound file in the upper window is the current sound file and can be edited, modified or played on the keyboard. The sound file in the lower window cannot be edited or modified. However, you can play either sound file using the trackball.

You can remove the sound file from the bottom window.

- Select the UNLOCK command.

The lower window is cleared. The sound file in the upper window remains active on the keyboard.

## **Viewing a sound file (con't)**

### ***SEARCH—Placing the cursor at a specified amplitude***

You can place the sound file cursor at the next occurrence of a specified amplitude.

1. Select the SEARCH command from the Display Menu.

The menu is replaced by a dialog box.

Enter amplitude level =>

2. Type any value between 0 and 5 volts, and press Return.

The cursor moves to the next point in the sound file at which the amplitude level is at or above the specified amplitude level. The display is redrawn, if necessary.

**Note:** If you enter a value of 3 volts, the cursor may move to an amplitude level of -3 volts, if that level occurs first. In other words, the polarity of the signal (positive or negative value) is ignored in the search. If you enter a value greater than any amplitude found in the sound file, the cursor remains at the current location and the following message appears.

Error: Amplitude Level Not Found

## ***SHOW—Placing the cursor at a specified time or label***

You can move the sound file cursor to a desired time or marked point in the sound file.

1. Select the **SHOW** command from the Display menu.

The command list is replaced by the following instruction.

Enter time value, label or symbol to show

2. Enter the desired time value, label or symbol and press Return. (See the section “Marking a sound file” for details about labels and symbols.)

The cursor moves to the designated point in the sound file. If necessary, the display is redrawn.

**Note:** If you make a typing error, press Delete to erase.

## **Viewing a sound file (con't)**

### ***The display scale***

When you first enter the Sound File Editor, the horizontal scale is set for maximum magnification and the vertical scale is set to 5 volts. After you record a sound file, the horizontal scale is automatically reset so that the entire sound file (or a maximum of 140 seconds) is displayed.

Current horizontal and vertical scale settings are shown to the left of the zoom window. Their vertical scale is expressed in volts. A value of 5 volts displays full scale waveforms; lower values magnify small amplitude signals.

The horizontal scale is expressed in seconds. The zoom window represents the total length of the sound file. The shaded portion of the zoom window indicates the portion of the sound file which is currently displayed.

## ***ZOOM—Changing the display scale***

You can change the horizontal scale at any time using the trackball (see “Moving around the sound file” in the section “The Sound File Editor”). You change both the horizontal and vertical scales using the ZOOM command.

1. Select the ZOOM command from the Display menu.

The menu is replaced by a dialog box.

Press arrow keys to zoom in or out.

Select feature by typing letter.

Assign resolution any value between 1 and 50

=> 5

2. Use the up and down arrow keys to change the vertical scale. Zoom in using the up arrow; zoom out using the down arrow.
3. Use the left and right arrow keys to change the horizontal scale. Zoom in using the right arrow; zoom out using the left arrow.

arrow key	zoom	image displayed
up	zoom in	expands vertical scale
down	zoom out	compresses vertical scale
right	zoom in	expands horizontal scale
left	zoom out	compresses horizontal scale

## ***Marking a sound file***

You can place a symbol anywhere in a file to mark a specific location or to affect the playing of a sound file or a single note. Some symbols are placed automatically and some are user-defined.

### ***Marking commands***

<b>command</b>	<b>symbol</b>	<b>function</b>
G) LABEL	<label name>	Places specified label at current cursor position.
K) MARK END	\$	Places Mark End label at current cursor position.
J) MARK START	#	Places Mark Start label at current cursor position.
Q) MARK OFF	OFFSET	Places an offset label in sound file for use with the Recorder Display.
M) SYMBOLS		Displays a list of all symbols used in the current sound file.
H) UNLABEL		Removes specified label.

## ***LABEL—Placing a label at the current location***

You can assign a symbolic name to the time value of the cursor location. A user-defined label is useful when modifying a sound file or when locating a particular point using the SHOW command.

1. Move the cursor to the point at which you want the label placed.
2. Select the LABEL command.

The command list is replaced by the instruction

Assign label name to time value of cursor  
location=>

3. Type the characters you want for a label and press Return.

The label is immediately placed at the cursor location.

## **Marking a sound file (con't)**

### ***MARK START and MARK END—Setting the play markers***

When you first play a sound file created with the Sound File Editor, the sound begins where the recording began and ends where it ended. On the display these points are marked by the play markers (# and \$) superimposed on the first letter of ORIGIN and END respectively.

You can change the location of either play marker.

1. Move the cursor to the point where you want the marker placed.
2. Select either the MARK START command or MARK END command.

The appropriate symbol is moved to the cursor location.

When you play the sound file, the sound begins at the MARK START location and ends at the MARK END location.



## ***MARK OFF—Placing an offset label***

You can label a point in a sound file that can be used by the Memory Recorder to backtime events. You can view the sound file offsets from the Recorder Display, and edit sequencer events using these offset points instead of the beginning times of the sound files. (See the *Sequence editing* manual for instructions.)

1. Place the cursor at the desired offset location.
2. Select MARK OFF from the Display menu.

The label "OFFSET" is placed at the current cursor location.

## ***SYMBOLS—Viewing a list of symbols***

Four symbols are placed automatically when you record a sound file.

symbol	location marked
ORIGIN	beginning of sound file
\$	beginning of playback sound
#	end of playback sound
END	end of sound file

You can view a list of the automatically placed symbols and the user-defined symbols in the current sound file.

- Select the SYMBOLS command from the Display menu.

The screen clears, and a list of symbols and the times at which they occur is displayed.

You can move the cursor to any symbol in the list.

- Select a symbol by clicking on it. Or use the arrow keys to move the cursor to the selected symbol and press Return.

The Sound File Editor reappears with the sound file cursor located at the selected symbol. If possible, the symbol is centered in the sound file window.

## ***UNLABEL—Removing labels***

You can remove a label at any location in the sound file.

1. Select the UNLABEL command.

The command list is replaced by an instruction.

Enter label name to be removed =>

2. Type the label you want removed and press Return.

The designated label is erased from the screen.

You also can remove the label at the current cursor position.

1. Select the UNLABEL command.

The command list is replaced by an instruction.

Enter label name to be removed =>

2. Press Return.

The label at the cursor location appears with an instruction.

[RETURN confirms]

3. Press Return again to remove the label, or press any other key if you do not want the label removed.